

LOCOTM

Take the fast train to computer fun



Instruction Manual

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



Welcome

Hello and welcome to LEGO LOCO! I'm the Station Master and I'm here to help make sure that all the LEGO® trains run on time and the Mini-figure passengers are happy.

As a Station Master in training, it's up to you to design your own railway layouts and build a bustling LEGO world, to help you I've given you this cool LEGO LOCO Guide.

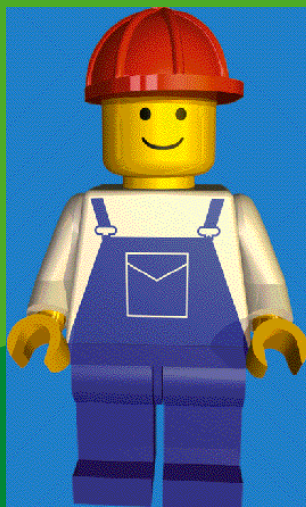


If you need my help while you're playing you can also click on this Button in the Toybox for a quick run through of how to do things!



LEGO LOCO is all about building and running the best train set that you can imagine, on your computer! You can make your own tracks and towns with lots of different LEGO elements ... and then watch them come to life!

Switches and points allow you to control all of your trains as they travel from station to station, whisking your LEGO Mini-figures around the town that you have built for them. Your creation will grow as you add to it, and there will be plenty of surprises along the way as you uncover hidden events with new and exciting elements.



How to play with LEGO LOCO

When playing with LEGO LOCO there are two 'modes'. When the Toybox is open LOCO is in 'Edit' mode. You can place elements, move or delete existing ones and alter your layout. When the Toybox is closed LOCO is in 'Play' mode. The layout you have created will come to life and you can play with all the exciting things in your new world.

The Toybox



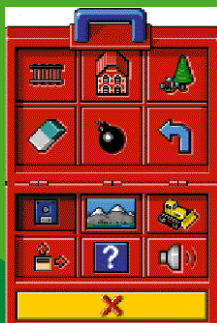
The Toybox holds everything that you need to create your world.



Left Click on the Toybox's handle to pick it up and move it around, click again to put it down.



Left Click anywhere else on the Toybox to open it.



Inside the Toybox are several buttons, the top half of the Toybox has buttons that allow you to access everything you need to build your layout. Left clicking on one of these buttons (Buildings, Scenery, Track) opens a tray showing you everything that you may use of that type.

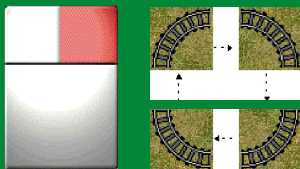
Trays



To place one of these pieces, click on the piece in the tray to pick it up, you can now position the piece anywhere that you like on the screen. Click the mouse button again to place the piece!

NOTE: Tunnels can only be placed at the edge of the screen.

Click the Right Mouse Button to rotate the piece.



NOTE: Buildings do not rotate.



Eraser

You can remove things that you don't like with your eraser!

How to play with LEGO LOCO

Load / Save



Click the Disk Button to either Load or Save the current layout.

You will then see this.



This Button lets you save your current layout.



This Button lets you load in a previously saved layout.

How to play with LEGO LOCO

When Saving, type in the name you wish to call your layout and press the disk Button once more.



Bomb. This will delete **all** the elements on the screen. Be careful once you click it all is lost.



Undo (Blue arrow) This will undo all the changes that you made from the last time you opened the Toybox.



Auto delete (the bulldozer) When pressed, this button will allow you to automatically place an element over (therefore deleting) an existing element.



Resize (yellow window folder) Pressing this button will place the product into window mode. Once in window mode, you can exit LEGO LOCO by clicking the "X" in the upper right-hand corner.

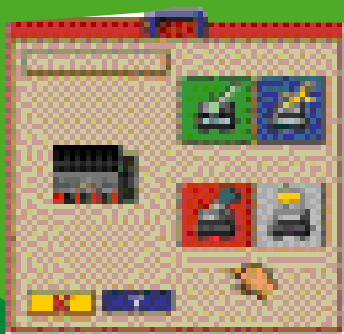


Sound on/off (speaker Button)



The **Question Mark** Button will run the tutorial. The tutorial is in text form.

Starting Trains



The **Eraser Button** will delete a train from your world. The train must be in the Depot if you want to delete it!

The **Blue Button** will let you alter the carriages attached to a train in your world. The train must be in the Depot if you want to edit it!

The **Green Button** will take you to a screen where you can create a new train.

How to play with LEGO LOCO



There are two ways you can decide what your train will look like.

Pull the **Blue Lever** to create a random train.

You can click on the up and down arrows to choose a specific engine or carriage.

Clicking the Right Mouse Button over a train will bring up its Zoom-box
(See later section for more information on Zoom-boxes).



The train Zoom-box contains the speed controller. Just like real LEGO® trains. The Red arrow Buttons below control the train's speed. You can Stop, Start, Reverse and alter the train's speed with these buttons or by clicking on the big yellow controller.

Clicking on the question mark will bring up a list of all the people on board your train.

The box at the top shows the train's name. You can call it anything you like, this one is called 'ChooChoo 1'

How to play with LEGO LOCO

Altering Points, switches etc.

Click the Left Mouse Button on a signal to change it.

Red stops the train, **Green** lets it pass and **Blue** reverses the train's direction.



= STOP!



= GO!



= REVERSE!

Left Click on a point to open and close it. Using points and switches, allows you to control your train, telling it to go wherever you want.



Zoom-boxes

Many different LEGO LOCO things have special Zoom-boxes. You can use Zoom-boxes to control lots of different things.

If you click the Right Mouse Button on an object, a Zoom-box will appear.

Try it, see what you can find!

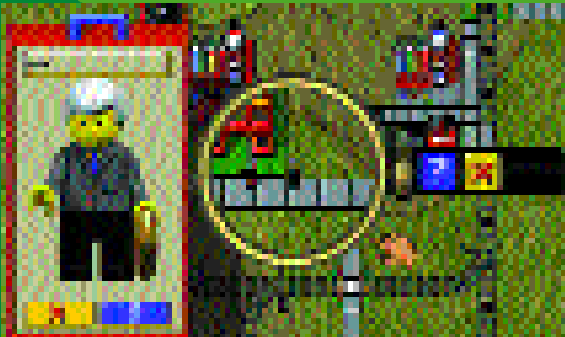
How to play with LEGO LOCO

Magnifying Glass

You can view information about the people by right clicking on them.



By clicking the Blue Question Mark, you can see their name and a big picture of them. You can even change their names! Click the X to close the Magnifying Glass.



All other elements (buildings, scenery, trains etc) have Zoom-boxes.

How to play with LEGO LOCO

Picking up Mini-figures

You can pick up Mini-figures by clicking and holding down the left mouse Button on them and release the Button to drop them.

Commanding Mini-figures – Command Mode

You can command Mini-figures to attempt to reach any place on the layout, click the Left Mouse Button once on them, a spark will confirm that the Mini-figure is now waiting your command. The finger on your hand cursor will change to an arrow.

Click anywhere on the screen, to order your Mini-figures to go there. The Mini-figures will now attempt to reach this position.

Remember that Mini-figures prefer to walk on proper paths.



Postcards

To send a Postcard make sure that you have a working Post office.
There are two types of postcards that you can send.

- Internet postcards (to friends and other users running LEGO LOCO)
(details on page 21 “International Postcards”)
- Mystery postcards. To Santa, Nessie, the Mayor etc.

Although your PC does not need to be connected to the Internet to send and receive Mystery postcards, both types of mail require you to have a working mail route within your LEGO LOCO layout.

To send mail you must place a Post office on a train track. Trains pulling a Mail Carriage **must** be able to get from the Post office to a tunnel.

Post Office

The Post Office contains everything you need to write, design, store and send postcards to your friends.



Right Click on the Post Office. Here you will find the Postman at his desk. You can click on the items around him to access everything related to the Post Office.

There is a book on the desk that will take you to your Postcard album (to store your postcards), a ‘Pen And Pencil Pot’ to take you to the Postcard editor (to create or edit postcards) and a Garbage Bin (drop postcards in this to delete them).



Receiving and Saving Postcards

The letter on top of the post office will flash when you have mail. Also a pile of postcards next to the Postman means that you have received Postcards from somebody! You can click on this pile of postcards to view them. The Postman will hold each one up individually for you as you click on the pile.



You can see the reverse text side of each card by clicking the 'flip' Button.



All cards can be sent to your Postcard Album for safekeeping. Simply click on the card, your cursor will change into a mini-Postcard, now click on the Postcard Album sitting on the desk. This card will now be saved into the Album.



In the same way, you can send a card to the editor. Instead of clicking on the Album, click on the Pen and Pencil Pot.



In the same way as placing a card in the Postcard Album, you can delete a Postcard. Click on the Postcard and drag it into the Garbage Bin.

Postcards

Postcard Album

The Postcard Album is where you can store all of your favorite Postcards.

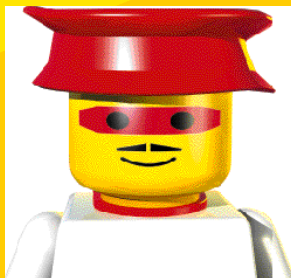
- They are filed alphabetically under the sender's name.
- Click on one of the colored Alphabetical tabs to jump through the pages.
- Click on the left and right arrows to turn over the page.
- Click on the 'Flip' icon to see the reverse of the card.

The cards can be dragged to the editor or Post Office in the usual way:

1. Click on the card to pick it up, the cursor will change to show a miniature Postcard.
2. Now click on any of the buttons to send the Postcard to their destination (e.g. Garbage Bin, Postcard Editor or Post Office).

Postcard Editor

The Postcard Editor is where you can create new postcards, write messages, change existing postcards and attach files. You can access the postcard editor from a paint factory or clicking on the pen and pencil pot in the post office.



Editing Postcards



On the left hand side of the screen is a stack of drawers, each contains a 'set' of clipart that can be placed on the picture side of the Postcard.

Click on a drawer to view the set of clipart. The art will scroll in on the conveyor belt.



To select a piece of clipart just click on it. This can now be placed anywhere on the front of the Postcard.

Click the Right Mouse Button to de-select any piece of clipart, the cursor will now change back to the hand.

Some clipart may have different colors. The buttons below the conveyor belt will swap between the available clipart colors, or sub-sets.



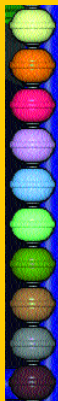
The color of the Postcard's background can be altered by mixing paint. Three pipes hanging above the Postcard will mix different amounts of Red, Yellow and Blue paint onto the background.



Postcards

Click the Left Mouse Button on one of the mixers to increase the amount of color. Click the Right Mouse Button to decrease the amount of color.

There is a selection of ten Bottles next to the drawers, these contain some pre-set colors. Left click on one of these to instantly fill the background of the Postcard with that color.



To write a message, add a stamp and address the Postcard you must flip over to the text side of the Postcard. Click on the flip icon.

Postage Stamps on the conveyor belt are just for decoration, you do not have to place one for the Postcard to work.

Postcards

Click on the left hand side of the Postcard to write a message.



Click on the Right hand side to address the Postcard. A list will show all of the available people that can receive a Postcard.

If you address a card to 'ANYONE' you can send it via Modem to the LEGO LOCO Post Office, where it will be forwarded to another LOCO user, who could live anywhere! Pretty soon you may receive Postcards from people all around the world! **PLEASE NOTE You must have an internet connection for this to work.**



It is possible to attach a file up to 1MB to the Postcard, and then send it to a friend (only when using a LAN and direct TCP/IP Internet connection). Click on the Paperclip Button to attach a file.

This will bring up a Windows style Browse window, from here you can Browse through your drives to find the file you wish to attach.

Posting Your Card

Once the card has been addressed (see previous), you can send your card. Either Click on the Mailbox, or left click on the Postcard (picture side, or on the 'From' area on the text side) and move the Postcard cursor over the Mailbox and click the Left Mouse Button.



Remember a train with a Mail Carriage attached must visit your Post office if you want to send and receive any postcards.

Game Modes

Single User

In single user mode (choosing the Single Station Master Button on the start screen) you will be able to create your own layout and help your Mini-figures travel around that layout.

By placing Blue tunnels you can send Postcards to several LOCO characters, (e.g. The Professor). A train carrying a card addressed to one of these characters will leave through the Blue Tunnel and deliver a card to them... who knows, they may even send you a reply!

International Postcards

If you have a MODEM and an Internet connection you can send random postcards in Single User Mode to other LEGO LOCO users around the world. Remember, for any train to leave your computer you must have placed a Blue International Tunnel.

Trains carrying Postcards will leave your layout and travel to the LEGO LOCO International Post Office Sorting Computer, from here it will travel around the world to who knows where. If you are lucky you may receive a Postcard from someone from another country!

To send a Postcard please ensure that your modem is switched on and that you have connected to the Internet. Now start LEGO LOCO and design your card. Address your card to 'ANYONE' (from the pop down list) and make sure a Postal Train takes it out of a Blue Tunnel.

National Mode

In National Mode, up to nine people can connect to a huge LEGO LOCO layout. Each individual can take control of a certain part of the National Map, and can build layouts as normal.

The cool thing about National Mode is that you can send trains and e-mails and attachments to anyone connected to your session.

Starting a Multi-User Session

From the start screen choose the Button with the Two Station Master heads.

You will now be given the choice to Host a session or Join an existing session. Click on the appropriate Button and then press the Green Button to Go.



You will now be asked which Network Protocol you require, TCP/IP or IPX. If you are unsure consult your Network Administrator.

If you are hosting you will be asked to choose a layout. Different layouts allow different numbers of users to play.

If you are joining, a list of all the available sessions will appear on the right hand side of the Map Board. Select one of the available sessions.

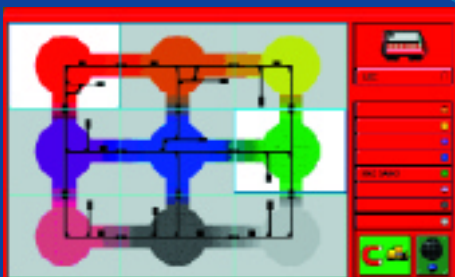
You will now be asked to choose the area you will control, simply click on the desired area. You will not be able to choose an area that another user has already selected. Player's names appear in the layout as areas are chosen.

Click the Green Button to go.

Game Modes

In Game

When in multi-user National Mode (connected via a LAN) you can view a Global Map view of all the layouts in the session. Right click on the Tunnels or Stations.



You will now see a screen with mini-thumbnail images of the entire layout.

If you move the cursor over the individual areas you can see who owns each layout. As you pass over each area the appropriate sections to the right of the board will highlight.

The trains will appear as colored circles (matching those next to people's names). In this case LEE's trains will appear red and MAD DAWG's trains will be Green. You can watch the trains as they make their way around the National Train Network.

Press the yellow briefcase with the red 'X' Button to exit back to your desktop.

Screen Saver

LEGO LOCO can also be used as a screen saver! You can design your own layouts that will run when the screen saver starts up.

1. From within Windows, click the Right Mouse Button on the Windows Desktop.
2. You will now see a Menu, from this list choose 'Properties'.
3. From the Properties, choose the Screen Saver tab.
4. From this page bring up the drop-down list and choose LEGO LOCO.
5. Click on the 'Settings Button'.
6. You will now see a LEGO LOCO Setup Box. You can either choose to have a random layout chosen, or specify your favorite layout.

Postcards – In-depth Instructions

A Playing with LEGO LOCO as a Single Player while making use of the Internet Server

The required version of DirectX 6 will be installed by the LOCO Installer. Ensure that you have Winsock Installed (you can achieve this by installing an Internet Browser)

Make the connection to your Internet service provider

NOTE: this must not be firewall protected

Start LOCO

Select single player and then click the Button

When LEGO LOCO is running, open the Toybox track tray and select a BLUE tunnel (this has a picture of two heads on the side). Lay the tunnel down at the side of the LEGO LOCO screen.

Connect the tunnel with track.

Select and place a Post Office building (this is in the track section of the Toybox).

Close the Toybox.

Right click on the Post Office, this will take you to the 'Mail Sort' window.

Select the Pen Pot on the desk to take you to the Paint Factory Window.

Create a Postcard, address it to 'Anyone', this is the address for connecting to the LEGO LOCO Postcard server.

Pick up the Postcard and drop it in the Letterbox.

Click on the Letterbox again to go to the mail sort window.

There should be a BAG visible in the outgoing mail area of the window, this shows that your Postcard is waiting for a train.

Exit to the LOCO desktop.

Create a train "With A Mail Carriage" (do this by right clicking on a train Depot)

Ensure the train passes your Post office and then route it to the Blue tunnel you previously placed.

You can check that it has picked up the Postcard by right clicking on the Post office again and the outgoing bag should have disappeared

When the train enters the Blue tunnel the Postcard will be sent to the Internet server for processing.

If the LOCO desktop fails to contact the Internet server it will place a YELLOW Postcard in your Post office and the Post office will attempt to attract your attention. The Postcard will have text indicating that there was a network error.

If the server is successfully contacted a new train will enter your desktop from the Blue tunnel this will be carrying a returned Postcard. You should route this train to your Post office in order to unload the Postcard. In due course your original train will return, without any postcards on board.

When the new train exits your desktop through a Blue tunnel it will be deleted.

If you send one Postcard to the server it will return one, send two and it returns two, send three and it returns three, etc.

Postcards – In-depth Instructions

B Playing with LEGO LOCO as a single or multi-player and making use of special cards.

To use this mode YOU DO NOT HAVE TO BE CONNECTED TO THE INTERNET

Place a Blue tunnel.

Create a Postcard.

Address it to a Special Character (e.g. Santa)

Load it onto a train with a Mail Carriage

Route the train through a Blue tunnel

A new train should return carrying a reply from Santa

Route this train to your Post office so that it can unload itself

When the new train leaves your desktop through a Blue tunnel it will be deleted

In due course your original train should be returned from the Blue tunnel having been unloaded by Santa's little helpers.

C Playing with LEGO LOCO with a friend over an IPX LAN

DirectX 6 will be installed by the LOCO Installer.

Start LOCO and select Multi-player (2 LEGO Mini-figures Button)

Postcards – In-depth Instructions

Selecting multi-player reveals two additional buttons - 'Host' and 'Join'

Decide which of the users will host the game.

The host selects the 'Host' Button and the other player selects the 'Join' Button

Click on the Button to proceed.

If this is your first use of the multi-player option a network option screen will now be displayed.

Select IPX.

Select OK Button.

On the HOST machine a 'host setting up game' screen is now displayed.

Wait until the Green Button is visible (this is the game setting itself up).

You may then select which of the layouts you wish to use from the list on the right hand side of the window.

The application automatically selects the first layout for you.

Select which area of the layout you wish to play in by clicking in the central area of the screen.

If your friend is proceeding you will see their name in this area as well.

When you are happy to proceed, select the Green Button.

On the JOINING machine a 'searching for games' screen is now displayed.

Postcards – In-depth Instructions

A list of available games will be displayed on the right hand side of the screen and you will be automatically joined to the first game in the list.

When the Green Button is displayed you may select where in the available areas you wish to play. It is a good idea to choose to play in an area that is alongside your friend's choice.

When ready to proceed select the Green Button.

Note: If you select the Green Button before the host and the host then decides not to proceed you will automatically become the host machine.

When the LEGO LOCO desktop is displayed you will see BLUE tunnels on some or all sides of your desktop layout. These cannot be deleted and represent connections to other players in the game.

Press the 'P' Button or use the MAP Button in the Toy Box to view a map showing all players, their names, train positions and a reduced view of their desktop.

In the map screen holding your cursor over another area highlights the players name and causes their trains to flash - showing where in the overall layout they are.

Note: Areas, which do not yet have a player, are modeled by the game using default layouts and trains can run in these areas.

To get your trains to return to your desktop use the RECALL train Button on the map window.

Postcards – In-depth Instructions

When a player signs off all their trains are deleted, no matter where they are.

To send a Postcard to another player:

1. Create it in the postcard editor (see page 17).
2. Address it to that player (click on the TO area of the Postcard and a list of available players is displayed).
3. If you wish to send an attachment click the attachment (paper clip) Button and add the file as the last action you take before posting the card.
4. Drop it in the Letterbox.

Create a train with a Mail Carriage, route it past your Post office and then through the Blue tunnel nearest the player you have addressed the card to.

To receive a Postcard from another player:

1. Wait for their train to arrive.
2. Route it to your Post office.
3. Right click on the Post office and the incoming card is displayed.
4. You may then either delete the card or drop it in your Post album to save it.
5. If the card has an attachment (indicated by a paper clip on the card) you can save the attachment by clicking on the paper clip. Note that attachments cannot be stored in the album and will be deleted from cards if you do not process them while in the Post Office window.

Postcards – In-depth Instructions

D Playing with LEGO LOCO with a friend over a TCP/IP LAN

DirectX 6 will be installed by the LOCO Installer.

Find out the host players IP ADDRESS (you can do this using the WINIPCFG command from the Win95 start menu RUN option)



The Host player should select the TCP/IP network option (if the network options screen is not displayed, select the spanner Button on the joining/hosting network game screen).

The JOINING player must select TCP/IP and input the host players IP address in the IP input area, which is displayed when TCP/IP is selected.

E Playing with LEGO LOCO with a friend using TCP/IP on the Internet

DirectX 6 will be installed by the LOCO Installer. Ensure that you have a Winsock Installed (you can achieve this by installing an Internet Browser)

Make the connection to your Internet service provider before starting LEGO LOCO.

NOTE: this must not be firewall protected

Find out the host players IP ADDRESS (you can do this using the WINIPCFG command from the Win95 start menu RUN option, note that this can change each time you connect to the Internet).

Postcards – In-depth Instructions

The Host player should select the TCP/IP network option (if the network options screen is not displayed select the spanner Button on the joining/hosting network game screen).

The JOINING player must select TCP/IP and input the host players IP address in the IP input area, which is displayed when TCP/IP is selected.

F General Notes

LOCO uses DirectX 6 which implements guaranteed messaging for IPX networks.

When using DirectX6, ALL PLAYERS MUST BE ON THE SAME VERSION.



Easter Eggs

There are many special hidden events that you can discover and elements to place on your layout. Some will happen only at certain times, others you will only be able to discover by building your LEGO LOCO world carefully. Some are easy to find, some will take a lot of experimenting. We have called these EASTER EGGS.

Have you seen the Rainbow? How about the Loch Ness Monster or the Super Station Master?

Have you found more Easter Eggs than your friends?

Why not send a Postcard to us at LEGO Media telling us of your discoveries? (See International Postcards in this manual)

Credits

LEGO Media International

Producer

Rob Smith

Localization Manager

Cara McMullan

QA Manager

Tony Miller

QA Testing

Josh Collins, Scott Mackintosh, Tom Gillo, Dave Upchurch, Cara McMullan, Rob Smith, Michelle Richmond, Paul Wilson

Full Motion Video

Full Fat Productions

Intelligent Games

Executive Producer

Matthew Stibbe

Director of Development

Kevin Shrapnell

Team Leader

Dee Jarvis

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Bruce Heather

Suzanne Maddison

Phillip Veale

Daniel Wheeler

Artists

Kees Gajentaan

Dee Jarvis

Assistant Producer

Lee Morse

Testers

Dan Bailie

Jamie Ferguson

Malcolm Lamont

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Sound Recording

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Additional thanks to Laurence Scotford, Mark Livingstone, Caroline, Stu, Rob, Thomas, Hanne